LARP GUIDE

FROSTPUNK

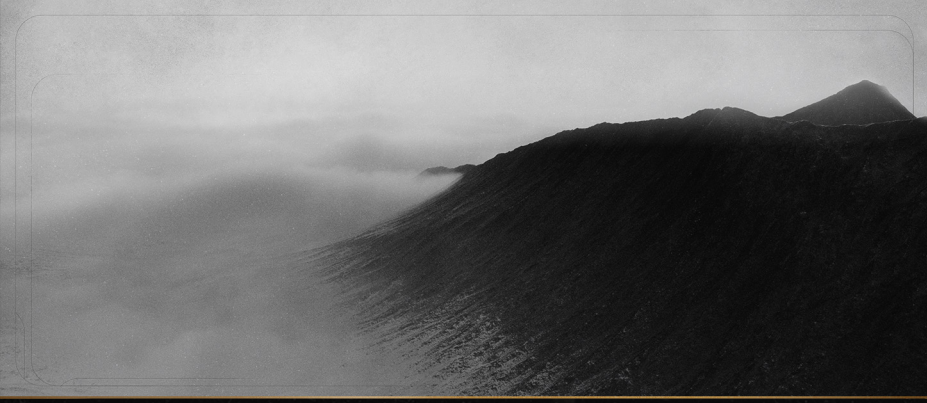
THE LAST RECON

A PSYCHOLOGICAL SURVIVAL-HORROR LARP IN THE WORLD OF FROSTPUNK

February 12-15, 2026 | Fort II Nysa, Poland

SUPPORTED BY 11 bit studios

LARPVENTURE



THE BACKGROUND

In an alternate version of the past, in 1886, the eruptions of the Krakatoa and Tambora volcanoes, the darkening of the sun, and other unknown causes led to a global volcanic winter, followed by a global famine and the death of millions of people. In response to these events, the British Empire decided to build heat generators in the coal-rich Arctic north of the Empire, which were to serve as city centers in case of mass migration from the south.

For a month, the city of New London has been growing in a crater amid the endless winter. Regular reconnaissance missions rarely bring good news, but one of them arrived with information about a small settlement hidden behind a mountain called Sleeping Mammoth, observed from a distance. It was decided to assemble a group for a special expedition to make contact and either bring the inhabitants to New London or bring back whatever resources they had left.

THE CHALLENGE

We were provided with sleds, transportation, food for the round trip, telescopes, and a few books, just in case, to show people that some form of civilization still existed. After two days of travel, a snowstorm appeared on the horizon. We spotted temporary shelter and veered off course to hide. Among the trees, the snow-covered ruins were a gift from heaven. We could hide there... but we already have a weather station in New London... Why didn't anyone tell us we were heading into a storm? At least we have enough food for another week.

No group is assembled at random. Specific individuals are selected for their specific skills, merits, talents, and character—everything has a purpose, and the overriding goal is survival. The Prometheus group will have to contend with more than just the hardships of cold and disease. If there were time to talk, we could quickly learn things that tear at the foundations of our faith in humanity and in ourselves like the claws of a predator. But the world we live in does not wait for debates or reflections to be resolved. This world no longer wants us here. The only question that remains is who will emerge from the storm and how.

THE EXPERIENCE

We invite you to take part in a brutally immersive larp that puts you in the boots of the Prometheus Expedition - a team of survivors caught between starvation, ideology, and a blizzard that should've never happened. For two and a half days, you will become one of the specialists selected for the mission. Driven by their difficult past and challenging events, your characters will make impossible moral choices under pressure. This isn't just a chilly larp set int winter. You will feel the cold within you.

Step into the everfrost of Frostpunk universe brought to life in an officially endorsed larp experience. With support from 11bit Studios we crafted an atmospheric experience taking place in the ruins of Fort II Nysa transformed into a post apocalyptic shelter. We are giving you a fully immersive environment, engaging challenges and a story about human resilience, that leaves a mark.

PSYCHOLOGICAL SURVIVAL HORROR LARP

The definition of this genre consists of two parts:

- Psychological horror is a subgenre of horror and psychological fiction, with a particular emphasis on mental, emotional, and psychological states that are intended to frighten and/or disturb the audience. The subgenre often uses mysterious elements and characters with unstable, unreliable, or disturbed mental states to increase the tension, drama, action, and paranoia of the setting and plot, and to provide a frighteningly unpleasant and/or disturbing atmosphere.

- Survival horror is a subgenre of action-adventure games that emphasizes the weakness of the main characters and resource management. A typical survival horror protagonist is a character who has survived a near-death experience or a person completely unsuited to physically demanding activities, who is poor at combat and does not display typically heroic skills.

THEMES

- impending death
- fight for survival
- freedom vs order
- religion vs science
- hope vs despair
- disease
- hunger
- fear
- injuries and wounds
- betrayal and hatred

KEY CONSIDERATIONS

CHARACTERS

- You will receive a character sheet based on a questionnaire you fill out, describing their life before the storm, events during the storm, and the last few months before the game.
- The sheet includes the character's connections, views, and most important - the relationships with other characters. A big part of your experience will be dealing with the tension and emotions present within the group you will be a part of.
- Some characters have deeply rooted views, which can manifest themselves in different situations. Others have a more pragmatic attitude that may evolve to some extent.
- All characters have a difficult past, but some prefer not to share their stories or have experiences that have left them with lasting trauma.

IMMERSION

- The game takes place in the atmospheric ruins of Fort II Nysa - a real 19th-century fortress transformed into a post-apocalyptic shelter
- The organizers provide lighting (kerosene lamps) and all equipment necessary for the game.
- For costume preparation, a costume guide will be published with tips and suggestions on where to obtain items.
- Weapons in the larp are limited to foam close combat weapons.
- Any replica of a 19th-century firearm must not have ammunition, and shooting is not allowed. The larp is not about firearms, and this theme is restricted.

PRESSURE

- During the game (in-game), access to food will be limited by the storyline and will most likely not be enough for every character. After obtaining food, if it is raw, you will have to cook it yourself. Cooking and the conversations that accompany it are an important part of this world, as they are the source of many emotions (both negative and positive).
- In order to avoid excessive discomfort, warm food and drinks will be available in the off-game zone. Participants may use this food when or even if their character does not have this option.
- Pots and stoves will be provided by the organizers, as will other heating devices, which you will have to maintain and keep warm ingame as your character.
- Maintaining a comfortable level of warmth is part of the game, but you will be able to warm up in the off-game zone at any time.
- Many solutions require manual actions within the larp: lighting fires, repairing mechanical equipment according to instructions, preparing food, and preparing medicines. That said, you as a player do not have to possess any advanced skills in survival.
- Neglecting certain manual activities may result in the death of a character or serious injury.

RULES

All of the following points will also be discussed in the workshop before the game.

BASICS OF LARPING

Larping transports participants to a fictional world where they play characters and interact with other players' characters as part of a shared narrative. Below are the rules that will apply to us during Frostpunk: the Last Recon.

Basic rules will be discussed in detail during the workshops preceding the game:

- Safety first: avoid dangerous activities and maintain clear boundaries. We use a safety gestures system and a safeword (RED), which will be described in detail during the workshop. It allows you to inform other players whether you feel comfortable during a given scene, whether you want to stop it immediately, or increase its intensity.
- Characters: you will receive a character description from the organizers with specific origins, traits, and goals. Each player is responsible for providing their costumes and outfits, with the help of a published guide on this topic.
- Roleplaying: stay in character by using appropriate speech and behavior. Interact with others as your character would, contributing to the development of the story.
- Combat and conflict: combat rules enable flow of play and safety. Use safe larp weapons, follow injury rules, and respect others' reactions. More on this below in the 'Combat rules' section.
- Game Master (GM) authority: GMs oversee the game world, providing scenarios, challenges, and enforcing rules. They will be marked with a bright and obvious element of clothing that will be shown at the workshop.
- Out-of-game communication: if you want to step out of character, use designated areas for out-of-game conversations. If you want to go to such an area (known as the off-game zone) with someone else, communicate this discreetly so as not to disrupt the atmosphere of the game for others. This rule does not apply in situations where safety is at risk.
- Meta-Gaming: avoid using knowledge that your character does not possess.
- Respect and integration: respect other players, their characters, and the rules of the game. Create an inclusive environment that includes all fellow players and creators. Don't be a jerk.

Remember that larping encourages creativity, cooperation, and imaginative storytelling, while adhering to common rules that ensure an engaging, enjoyable, and safe experience.

COMBAT

Combat in Frostpunk: The Last Recon is resolved in two ways.
Close combat weapons are safe larp weapons, usually made of foam of varying thickness and hardness around a glass core. The organizers will provide a certain number of these weapons. Any player who wants to bring their larp weapon must inform the organization in advance, and each weapon must pass a check before the game to be approved. The results of close combat are discretionary, and only the person who is hit decides the effect of the blow. This will be discussed in detail during the pre-game workshop.
Hand-to-hand combat will be conducted using the "huddle" method, where two people lightly grapple with each other and discuss in a whisper how the fight will proceed and end, followed by a theatrical reenactment of the event. This will also be discussed in detail and demonstrated during the workshop.
There are no firearms in this larp. If a player would like to have a prop in the form of a firearm, it will be clear to all other characters that the weapon does not work and that the person is carrying it with them for sentimental reasons or in the hope of repairing it in the future.

INJURIES

If a character is injured during combat or in any other way, the Organizers provide several additional elements to enhance the realism of the situation. These are: soft splints, eye patches, and special effects for wounds created individually by the makeup artist present at the game.
The use of these elements is not mandatory.

MENTAL DISORDERS

These do not play a role in the Frostpunk: The Last Recon LARP, but some effects enhance or weaken the perception of certain emotions.
Scientist Paul Eckman presented a model of six basic emotions, which we will use in the LARP: happiness, sadness, fear, disgust, anger, and surprise. As part of the mechanics of malnutrition and disease, the player may receive information from the GM that one of the following emotions is significantly intensifying or that the character is temporarily losing the ability to feel it. During pre-game workshops, there will be some time set aside to explore how to express these altered emotions in-game.

DISEASES

Frostpunk: The Last Recon mechanics include three conditions that will play a role in the game. Those are hypothermia, pneumonia and influenza. If a player's character suffers from any of these, the GM will give them a note on how to behave. Access to food, warmth, and medical care will affect the further development of the condition.

MALNUTRITION

Access to food in-game will be limited, which means that there will not be enough food for every character. Lack of food will affect the development of diseases and some psychological effects (such as the intensification of certain emotions). It will also be able to activate certain 'fate plays'. In the 'off' zone, food WILL be available for everyone. Even if your character is starving, you shouldn't!

FATE

Fate is a special mechanic that will take the form of cards handed out to players by the GM during the game. The cards will contain instructions on how to play a certain thing or contain important information to be used in the game, along with a suggestion on how quickly the character wants to share it with someone. This will be used both to enrich the game and to create additional opportunities to show the character's knowledge if the player does not have it (e.g., a steam engineer may come to certain deductions that a player living in 2023 might have trouble with).

DEATH

Characters may die during the LARP. Up to a certain point in the game, the decision to kill a character is entirely up to the player who plays them. Therefore, it will not be the case that someone will be forced to leave the game at the very beginning of the adventure because their character has died.
This rule expires at 12:00 p.m. on Saturday. From that moment on, the decision to kill a character can be made by either the player or the GM. In the latter case, this will be done via a fate-play card indicating whether the player has time to roleplay the upcoming death or whether it is immediate.
Players whose characters die AFTER 12:00 p.m. on Saturday will remain in the "off" zone with the organizers, waiting for the LARP to end.

A question regarding character death preferences will be included in the player survey.

LARP STRUCTURE

The game begins late on Thursday (around 10:00 p.m.)
and continues uninterrupted until Saturday night (around 10:00 p.m.).

You should arrive at the game location on Thursday before 5:00 p.m. At this time, workshops and introductions will begin. The game will start at night, after a short hike with limited light from kerosene lamps, followed by setting up camp in the ruins. Bunk beds will already be set up on site, and there will be some initial options for warming up your sleeping quarters.

The game takes place on the fort grounds and in the immediate vicinity – the area will be described in detail during the workshops. During the game, there will be both night and day activities, and failure to perform some of them may in some cases have drastic consequences for your character.

After the game ends on Saturday night, an afterparty is planned on site – additional heaters, blankets, warm drinks, and food will be provided. On Sunday morning, cleaning of the game area and departures are planned.

PRACTICAL INFORMATION

- The game area is Fort II Nysa and its immediate surroundings (an area of approximately 50–100 meters from the walls in every direction). All OPEN spaces inside the fort and some of the closed rooms will be used in the game.
- Parking spaces are available in the area and will be marked with pins on Google Maps.
- Shuttle bus from Wroclaw Airport will be available with an additional fee.
- Toilets will be available on the game site and are part of Fort Nysa II. Washbasins with hot water will be available.
- There is only one shower with hot water. Please remember that the game does not provide for such luxuries and you will have to go to the off-game zone to use it.
- Accommodation is located within the game area. Conditions can be described as Spartan - camp beds and blankets will be available, under which you can hide modern sleeping bags. The sleeping quarters will be heated to a temperature above 10 degrees.
- Medical care will be available on site, and all events and rules have been consulted with a medic.
- Player support persons will be available during the game. These people are there to listen and help you regain balance.

PREPARATIONS

We strongly encourage you to play Frostpunk, both as a board game and a PC game, to familiarize yourself with the atmosphere of the world, although this is not required. All information necessary for the game will be available in the pre-game documents and character sheets.

Clothing should be warm, and you should bring extra socks (in case they get wet, etc.). A costume guide with suggestions on where to obtain costume elements will be available soon.

IS THIS A GAME FOR ME?

YES, if you:

- like the Frostpunk universe
- want to play a LARP in winter
- like psychological horror
- want to play in an atmosphere of fading hope
- are interested in making difficult decisions about survival
- don't mind playing while performing normal activities such as cooking or keeping the fire going
- are interested in social themes in an atmosphere of major problems

NOT NECESSARILY, if you:

- don't like the cold
- want to sit by the fire telling stories
- prefer to play on the sidelines, leaving the main plot to other players
- want to relax comfortably for 3 days
- don't like heavy topics such as death, suffering, painful past, loss of loved ones
- want to be squeaky clean for 3 days
- don't like psychological storylines and role-playing

ACCESSIBILITY

Moving around the entire Fort requires climbing stairs. The space is poorly lit in many places and may be claustrophobic. Please take this into account when deciding whether to participate in the game.

SUMMARY OF BASIC INFORMATION

- **DATE**: The larp will take place on February 12-16, 2026. Preparatory workshops for players are scheduled for the evening of February 12, 2026.
- **LOCATION**: Fort II Nysa, Poland
- **PARTICIPANTS**: We expect between 40 and 55 players. The game is intended for adults only.
- **LANGUAGE**: The larp will be conducted entirely in English.
- **REGISTRATION FORM**: The registration form will be sent out in October. It will ask about your character and play style preferences, as well as organizational issues and dietary requirements.
- **TICKETS**: 415 EUR (early birds) available until Sep 8 2025, 490 EUR (regular price), up to

WHAT'S INCLUDED

- Two-and-a-half days of intense, emotional play about the survival of a community
- Full character sheet with personal backstory and relationships
- Accommodation in atmospheric, ruinous fort conditions (camp beds, wool blankets)
- Scavenged food (limited in-game; plenty of hot food always available in the off-game zone)
- A literal truckload of props, lamps, heating stations, and mechanical game tools
- Immersion in Frostpunk IP by 11bit Studios
- Workshops before the game to prepare and establish safety rules
- Dedicated support staff
- Heated off-game area
- Photos from the larp taken by a professional photographer
- Post-game afterparty

NOT INCLUDED

- Optional shuttle bus from Wrocław Airport
- Accident insurance
- Costume

SCHEDULE

AUGUST - start of ticket sales (early birds)

SEPTEMBER - ticket sales at regular price

OCTOBER - registration form for people who bought a ticket

NOVEMBER - confirmation of the game, end of ticket sales

DECEMBER - shipping of character cards, costume guide, practical info

FEBRUARY 12, 5:00 P.M. - start of workshops

10:00 p.m. - start of the LARP

FEBRUARY 14, 10:00 P.M. - end of the LARP, afterparty

FEBRUARY 15, 12:00 P.M. - departures

LARPVENTURE

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CREDITS:
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